

ASSAULT SUITS

VALKEN

重装機兵ヴァルケン



INSTRUCTION MANUAL

JOIN THE CONVERSATION!

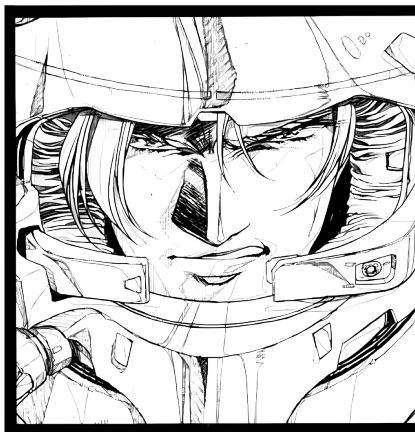
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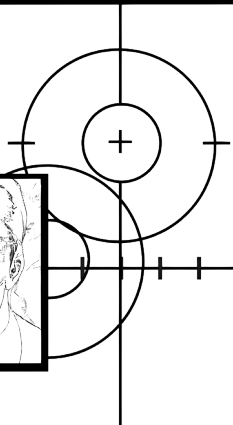
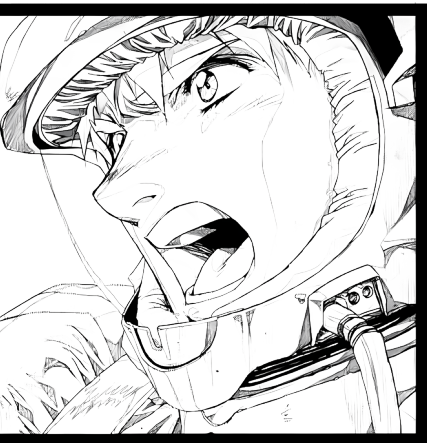
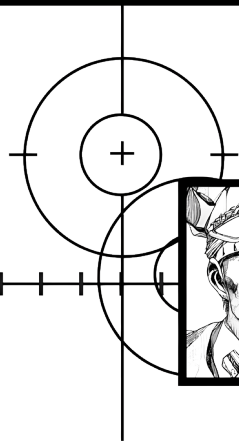


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WAR IN THE FUTURE

By 2050, the Earth is consumed by conflict over the last of raw resources and other fossil fuels. The world powers were split amongst two factions - the European-Asian Federation and the United States of the Pacific. Both groups raced one another to develop the surface of the moon as a base and install artillery such as tactical beam cannons which could ideally target the Earth below.

In 2101, a new conflict erupted from disputes over mining rights on the moon as well as the installation of weapons. Numerous conflicts began on the moon and in orbit around the Earth, leading to conflict on land and in the ocean. Jake Brain pilots the ASS-117A Valken suit for the Marines of the USP and heads into the flames of war. What difference can a single soldier have in this war?



ASS-117A VALKEN

Height 19.6 ft (5.96m)

Frame Weight 9834.13 lbs (4460,69 kg)

Equipped Weight Base Loadout w/pilot
10960 lbs (4971,37 kg)

Max. Output 9.4 MW/h

Max. Speed 33 MPH (53 km/h)

Fixed Armaments HN-21 Explosive Cartridge Hard Knuckle (both arms)

A punching mechanism that explodes on impact via an underarm sliding section. This firepower in close combat can be devastating against other AS and armored vehicles. The HN-21 is an upgrade from previous suits. Any excess energy is routed to create an electromagnetic field that protects the fist - preventing any shock damage. Testing has shown it capable of punching through 90mm composite armor.

Standard Layout

- Gryer wheels x 2 (highspeed movement) on both feet
- Ramjet engine pack x 1 (on the back)
- PCM antenna (equipped on helm)
- Searchlights (foglights and infrared) on lower body
- Periscope (upper body)
- Shoulder armor (both shoulders)

CONTROLS

DPad - Use left or right to move the Valken and up or down to aim its gun barrel. On certain stages, you can use up or down to guide the Valken to fly in those directions.

Start - Pause and display the map. Press again to unpaue.

X Button - Switch weapon loadout

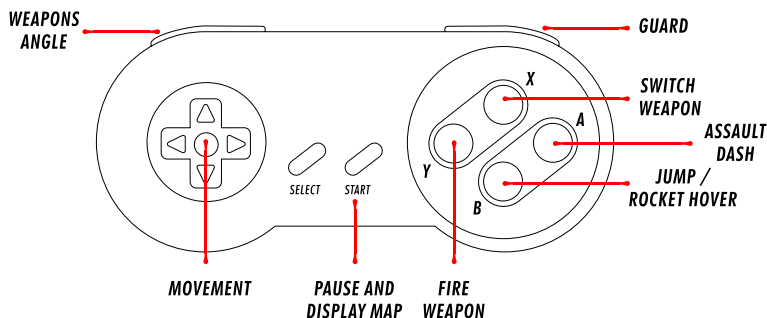
Y Button - Fire your weapon (hold for continous fire)

A Button - Perform an assault dash

B Button - Jump (hold to perform a limited rocket hover)

R Button - Hold to guard with a shield

L Button - Hold to fix your weapon's angle

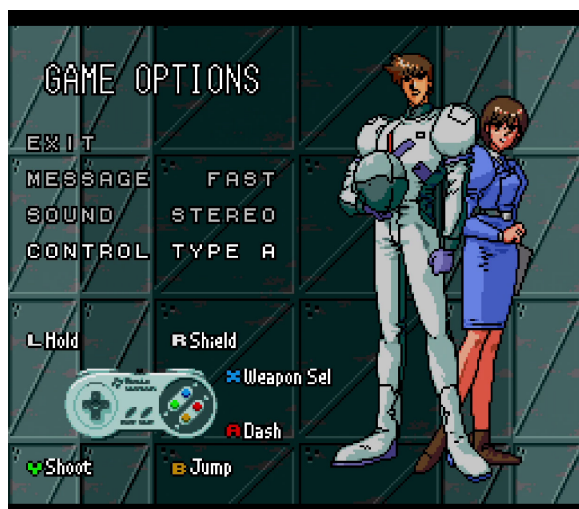


After pressing Start on the title screen, select **“OPTIONS”**.

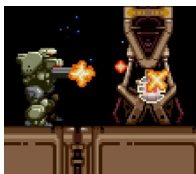
Message - When set to **“SLOW”**, incoming messages will freeze the gameplay when they appear.

Sound - Switch between **“STEREO”** and **“MONAURAL”**.

Control Type - This changes the button mappings for the controller.



WEAPONS



VULCAN (STANDARD ISSUE)

This gun pod installed on the arm cannon is able to rapid fire bursts of rounds but requires a reload once the magazine is expended. Leveling up this weapon increases its power, reduces its reload time, and will allow rounds to bounce off surfaces.



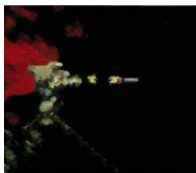
PUNCH (STANDARD ISSUE)

This close range attack might be simple but can be devastating to certain enemies. It requires a full recharge to use so it cannot be rapid fired. Leveling it up will increase its range and power.



LASER

This powerful weapon fires a strong plasma beam that pierces through enemies and needs to cool down once expended. Leveling it up increases the size of the beam and improves its power.



MISSILE

This equips a homing missile launcher that carries a limited amount of rockets. Leveling it will improve its homing capabilities and rate of fire. They're slow land on targets so beware when facing speedy foes.



NAPALM (CONFIDENTIAL)

Wait, how did you get this? It just appeared on your assault suit? Well, it just so happens to be extremely powerful. It can take down capital ships with a few attacks. The enemies should just surrender now!

Throughout your journey, you will find three items. These can be found in containers or from defeating enemies. They will stick around for about 5-10 seconds before disappearing. Simply walk over them to pick them up.



HEALTH RECOVERY

This will recover some of your suit's missing health. You won't find many of these. Utilize your movement and shield to prevent damage.



POWER CHIP

This powers up the weapon you're currently using. Collect enough of these to level up your weapon. See the level on the top right of the screen.



WEAPON

This will equip either the Laser or Missiles. They can only be found on certain missions.

INTERFACE



As a pilot, you will need to know everything about your Valken assault suit at a given time. It's powerful but a big target for your enemies.

- 1) Score
- 2) Shield energy
- 3) Current weapon and level
- 4) Remaining Power Chips needed to Level Up
- 5) Weapon charge meter
- 6) Suit indicator message display
- 7) Conversation messages
- 8) Indicator messages

United States of the Pacific

Lieutenant Jake Brain

As a pilot of the Valken assault suit, he is also the Captain of the 68th Assault Suit Squad that has been assigned to the Strike Landing Ship known as the Versis. Early on, he was shown to be a very skilled pilot but also has the trust of those who serve within his squad. He maintains a cool head as squad captain but is known to have a passionate side.



Sergeant Major Claire Coral

She is the main operator of the ship Versis and is responsible for communicating with all personnel as well as the assault suit squads. Her job is to ensure the success of the mission. She is very assertive when on the job but has a very laidback personality. She is very popular amongst the crew.



European-Asian Federation

General Geltz



He is the commander of the Ark Nova - the orbital base of their operations. He is a cold-hearted man who is willing to throw lives at a problem in order to complete the mission and achieve victory.

President Schellmark



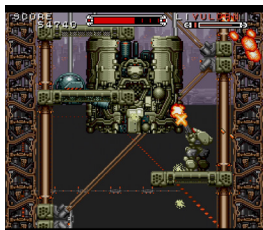
The highest ranking authority that is in control of the Federation. He uses his position not only as a political one, but also as a military power.

STAGES

Mission 1: Colony Raid

- Destroy the battleship that is under construction within the industrial colony.

Union military brass has decided to strike quickly to prevent this new battleship from coming online. The Versis is sent to crash in and provide an exit once the Assault Suit squad destroys the battleship.



Mission 2: Orbital Roost

- Infiltrate and destroy one of the Federation's lifelines - an orbital processing facility.

The ideal way to bring down a strong enemy is to hurt their supply lines. Here, that is what you will do but as you infiltrate deeper past the defenses, some strange readings appear...



Mission 3: Fall of Arc Nova

- Bring down the massive Federation military fortress orbiting the planet.

The Union has decided to take over the Federation's fortress. The assault starts as expected until General Geltz makes shocking orders - a plan that will change everything!



Mission 4: In the Atmosphere

- Continue the fight and meet up with the Versis.

Jake fought on the Arc Nova as much as he could but now finds himself reentering the Earth's atmosphere. Overheated but not out of the fight, he comes face to face with Major Alef Beldark of the Federation.



STAGES

Mission 5: Twilight Pursuit

- Take out the Federation's shuttle base and stop their reinforcements.

In order to keep up on the offensive, the Union has pushed to take out their shuttle bases. The Versis is ordered to Eastern Europe with the assault suit squadron equipped with flight pods.



Mission 6: Mountain Guns

- Destroy the enemy's flak base and begin Operation Soldier Soul.

The time has come for the Union to end it all - Operation Soldier Soul. This will be a strike straight into the capital to end the war. As such, the Assault Suit squad must get into the mountain base and set things in motion.



Mission 7: Soldier's Showdown

- End the war by taking out all hostiles at the Federation capital.

The Union has deployed everything they have to end this war once and for all. The feds have responded with their last ditch defenses and prototype weapons. The streets are full of enemies making their last stand and Jake will need to push his assault suit to its limits until he is face to face with President Schellmark. But will it end there?





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